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Purpose:Flowchart of Movie Profit

System Libraries
I/O Libraries
Standard Namespace

User Libraries
#include "MovieData.h"

```
struct MovieData  
{title, director, year,  
time,cost,revenue,total}
```

Global Constants
none

Function Prototypes
void getData1(MovieData&)
void getData2(MovieData&)
void showData1(MovieData)
void showData2(MovieData)

main

Declare Variables
MovieData a
MovieData b

```
getData1(a)
```

```
getData1(b)
```

```
showData1(a)
```

```
showData1(b)
```

END